

PROCESS OF CLAY

Wet Clay	Leather-hard Clay	Bone Dry
<ul style="list-style-type: none">*Cool and Wet*Can easily manipulate and work with clay	<ul style="list-style-type: none">*Moist Clay, but leathery*Can hold a shape better*Pieces may be attached- but may need to score and add slip	<ul style="list-style-type: none">*Bone Dry-Room temp.*Can't attach pieces - too dry*Very brittle- can easily break

Continued Process of Clay:

- As clay dries it loses moisture and shrinks.
- Once a piece is bone-dry it can be fired in a kiln to about 2000 degrees to bake the clay. (This fire is called a bisque fire)
- Once the piece has been fired you can glaze it.
- After glazing the piece, you must re-fire the piece to fuse the chemicals in the glaze to make a glass like surface. (This fire is called a glaze fire)
- After the ware has been glaze fired with lead free glazes you can eat and drink out of your piece. It is even dishwasher and microwave safe.

Relief

A type of sculpture in which form projects from a background.

There are three degrees or types of relief:

- High Relief - The forms stand far out from the background
- Low Relief / Bas - Relief - The forms are more shallow
- Sunken Relief / Intaglio - The highest point is the background and areas are carved into the base.

Examples of Relief

High Relief:



Low Relief



Relief Examples cont.

Sunken Relief / Intaglio





Clay – Wall Relief Project

Learning Targets:

- 1.) Be Creative: The artist can craft a unified clay wall relief incorporating relief and texture into the design of the piece. The artist created a one of a kind piece of art, without using copyrighted images.
- 2.) Size: min. 4 x 6 – 8 x 10.
- 3.) Craftsmanship: the final piece should be smoothed, and make sure to remove all unnecessary clay burs and rough edges. There is a way to hang this on the wall once complete.
- 4.) Finishing: The artist can glaze the final piece.
- 5.) Reflection: The artist can share their final masterpiece with the class.

National Art Content Standards:

- Content Standard #1:** Understanding and applying media, techniques, and processes.
- Content Standard #2:** Using knowledge of structures and functions.

Before you begin:

Create a sketch of what you are going to create. Think and plan out the following ideas:

- 1.) Figure out the size and shape of your tile, perhaps cut the paper to make the outside design that you can trace on to your piece of clay.
- 2.) Include how you could create a unified piece including relief and texture.
- 3.) Plan out how you will hang this piece. Remember that anything thicker than $\frac{1}{2}$ - 1 inch will have to be hollowed out.